

Produced by: **Dragon's Lair**
Directed by: **Ed Fries**
Written by: **Ed Fries**

DRAGON'S LAIR



GAME
MANUAL

JAGUAR CD



OBJECT OF THE GAME

You, Dirk the Daring, are on a quest to rescue the fair Princess Daphne who has been kidnapped and is being held captive by Singe the Evil Dragon. To do this you must survive a perilous journey and defeat all your adversaries. Make your way through the castle and caverns below by using the controller to move and the "B" button to wield your sword. Beware of your foes as they are numerous!

You must use your wits and reflexes to avoid the obstacles of each scene. These rooms will require many attempts to master. In general, flashing items will indicate either danger (when on a creature) or the direction to move (when on an object).

Remember: The timing of your moves is crucial. Reacting too early or too late may end your quest abruptly.

This product has been rated by the British Board of Film Censors Rating Board. For information about the BBFC rating, or to comment about the representation of the rating, please contact the BBFC at 1-400-771-5772.



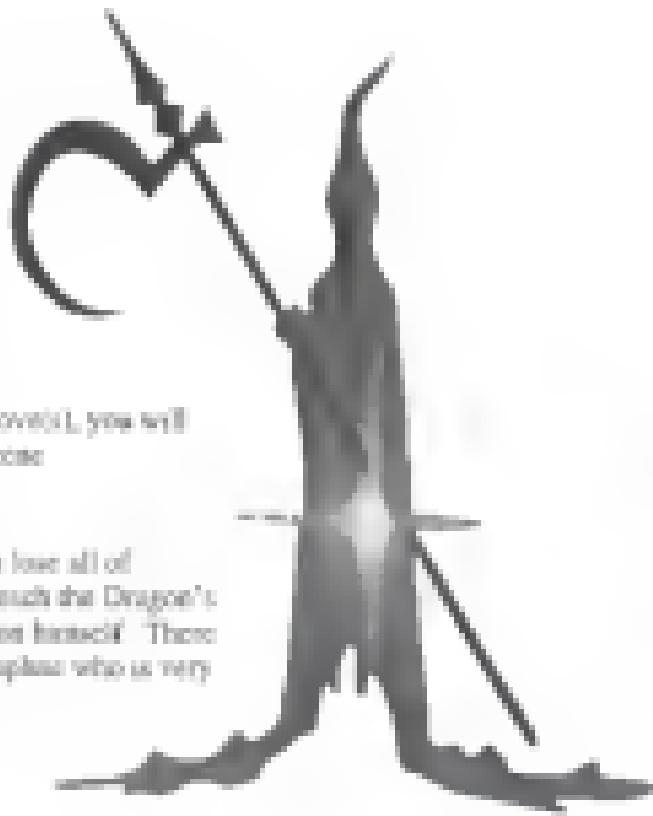
PLAYING DRAGON'S LAIR

You do not control all of Dark's actions, rather you control his reactions to the events that happen around him. As you watch the animation, you must decide in which direction Dark should move on the screen and when.

To finish a scene successfully, you must make a move or press the "B" button when Dark is in danger. Timing is very critical and often you may make the correct move but at the wrong time. Also, many scenes require more than one move. If you are having trouble, watch the animation carefully and move Dark in the safest direction, or if no direction is safe, press the "B" button to use Dark's sword.

If you've cast you have made the correct move, make the move a little sooner or a little later. Don't be surprised if Dark doesn't react immediately after you have made a move. You must wait for the reaction to finish, and if you have made the correct move(s), you will continue with the next move.

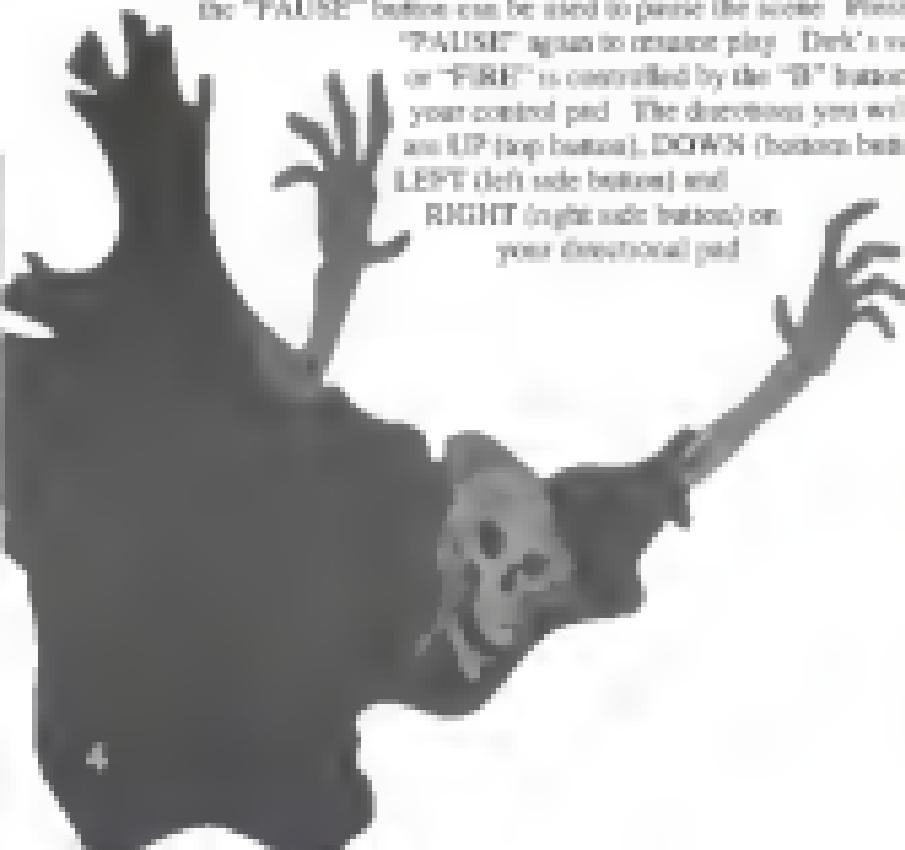
The game will end if you lose all of your lives or when you reach the Dragon's Lair and defeat the Dragon himself. There you will find Princess Duplex who is very happy to be rescued.



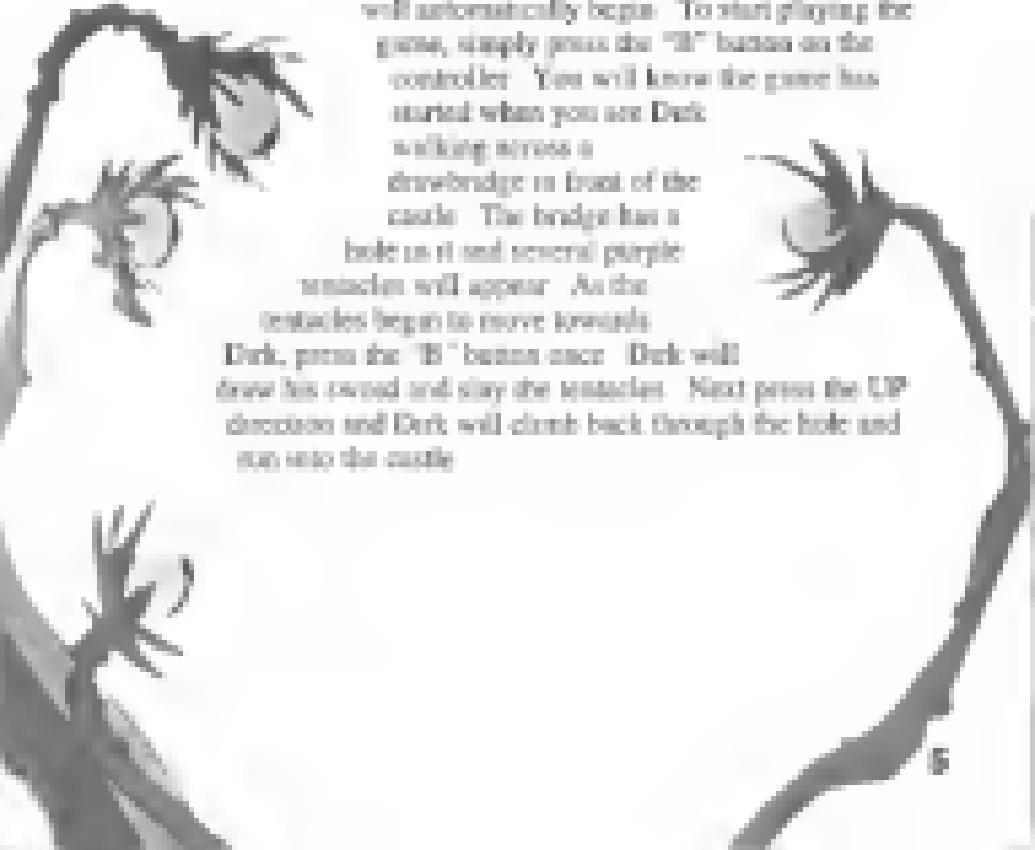
CONTROLS

The "R" button will begin the game and once the game has begun, the "PAUSE" button can be used to pause the scene. Press

"PAUSE" again to resume play. Dark's sword or "FIRE" is controlled by the "B" button on your control pad. The directions you will need are UP (top button), DOWN (bottom button), LEFT (left side button) and
RIGHT (right side button) on
your directional pad



STARTING THE GAME



After the CD has been inserted, the demo mode will automatically begin. To start playing the game, simply press the "B" button on the controller. You will know the game has started when you see Dork walking across a drawbridge in front of the castle. The bridge has a hole in it and several purple tentacles will appear. As the tentacles begin to move towards Dork, press the "B" button once. Dork will draw his sword and slay the tentacles. Next press the UP direction and Dork will climb back through the hole and run into the castle.

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HINTS

Note: Boxes will not necessarily appear in the following order

Dreadbridge

Dark will walk across the bridge and fall through a hole. Several purple tentacles will appear. As the tentacles begin to move towards Dark, press the "FIRE" button once. Dark will draw and swing his sword. Halfway through the swing, press L/T once. Dark will put his sword away, climb onto the bridge and run into the castle.

End of Corridor

Dark stands at the end of a corridor in front of three doors. As he looks around, the roof starts to cave in and the floor to his left begins to crumble away. Dark must move right to run out the remaining door as the floor crumbles away and the roof caves in.

Tentacles from Ceiling

As Dark enters the room, a green tentacle will slither out of the ceiling. Dark must chop the tentacle in half. Various objects will flash in the room and Dark must move in the direction of the floating objects.



Snake Room

Snakes slither out of the ceiling and walls. Dark must chop the snakes. A skeleton hand drops from the ceiling and flashes. Pull the skull and run through the ceiling.

Pool of Water

Dirk approaches the small pool of water. The floor and ceiling start to crumble. Dirk should follow the stone path and roll to avoid the daggers shooting out of the wall. Jump into the pool and avoid the water snakes. Dive out of the pool because of the crumbling floor and ceiling. A big hairy spider will drop from the ceiling. Dirk should club the spider and run out the door.



Swinging Ropes of Fire

The brave knight enters a chamber filled with rising flames. The door behind Dirk shatters and the small stone platform he is standing on begins to slide into the wall. Dirk must reach out for the swinging ropes to open the door on the other side of the chamber.

Lava Field of the Madmen

Dirk walks across a field of lava and is attacked by the Madmen who live there. Realizing his sword would be useless, Dirk must jump over several pyramids, avoid the Madmen, and run along a stone ledge before finally escaping through a hole in the cavern wall.

Sliding Stairs

Dark starts down the stairs. They become slippery and he must keep from sliding into the pit. Purple tentacles come out of the pit at the bottom of the stairs. Dark must slash and then avoid the tentacles. A chain hanging from the ceiling won't help him. Go to the hole and exit.

Green Spawning Bacteria

As Dark approaches these, he must pick the right moment to try and run through them. Once past them, he is confronted by a Cloaked Spectre. Dark must jump towards him and then must use his sword to defeat the Spectre. Avoid the growing vines on the side of the pathway.

Drink Me

As Dark walks into the room, a sign on the north wall will flash. Shortly after the door will flash. Dark should not drink the poison, he should exit the room.

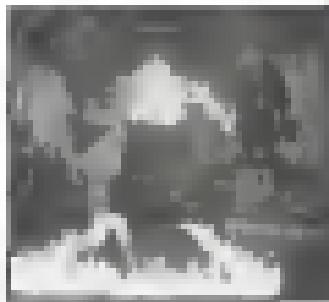


Clothing Wall

As the wall closes up around Dark, the door ahead of him will flash. Dark must jump towards the flickering door.

The Sandpit

Dark enters the large room and is attacked by a magic flying sword. A flying mace will also come at him. He must jump aside to avoid the sword and parry a glowing spear. As Dark jumps to the fence, he must break the stone tablet which magically comes to life!



Metallic Flying Horse

Dark finds a room with a metal horse sitting in its center. As Dark sits on the saddle reaching up for the gem on the horse's head, he awakens the sleeping knight. The horse rears up and carries the knight straight towards pillars and a wall which Dark must avoid. Watch out for curtains of fire!

Checkered Floor Knight

As Dark enters the room the Black Knight will materialize. The Knight will swing his sword against the floor causing electricity to flow along the checkered tiles, but don't be shocked! Dark must jump to the tiles surrounding him that are not covered by electricity. Once past this, Dark must defeat the Knight and exit the room.

Barbs

As Dark walks down the stairs, bars will try to attack him as the section ahead crumbles away. Dark must avoid the bars by jumping across the ledges. He must destroy the gaunt bars!

The Lizard King

Dark is confronted by a large walking lizard dressed in royal robes. As Dark draws his sword to battle the Lizard King, a pot of gold flies past and takes the knight's sword with it. Dark must follow the pot in order to retrieve his sword and battle the Lizard.

Row of Fire

Dark must avoid the fire and lightning being flung at him from all sides. Look behind the beach to escape.



The Gaze

Emerging in a sunwell, Dark is stalked by small purple ghosts. He must slay the first but must climb the stairs and slay two more ghosts before exiting.

Haunted Hallway

Dark is attacked by clattering skeletons and a giant skeleton claw that emerges from the doorway. Black cows will pour out of the doors on both sides as a second skeleton claw approaches Dark. More black cows slither out of the doorways and must be avoided. Dark should jump out the door into the crypt. He is attacked by skeleton ghosts that can be destroyed in one slash!



Checkered Corridor

The floor beneath Dark's feet starts to flesh and the checkered sections begin to fall away. Dark must jump to the parts of the floor that remain and then out one of the doors.

Magician Ball

As Dark approaches the magnetic ball, his helmet and sword are drawn away from him by the electricity. The pulsating electricity then starts to cover the floor. Dark must jump to the safe parts to end up sitting on the throne. The throne revolves into another part of the castle, but the electricity follows. Dark must again dodge the electricity.

Bubbling Geyser in Kastle

After Dark leaves the room bubbling green water will start to pour out of the kettle. Dark must chop the Gooey Monster in half before it tries to eat him. Dark must then face the Stomach Monster that comes out of the kettle. One quick slash will destroy him!



Phantom Knight

Dark must avoid the charging Knight while also avoiding the giant thorns pushing up through the earth. Dark should jump into the small cage to finally escape.

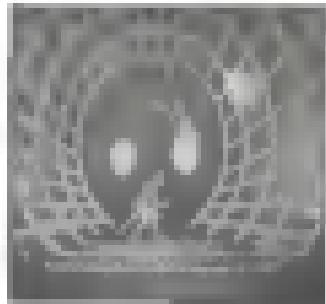
Rapids/Whirlpools

RAPIDS: Dark must paddle into the fast current of the rapids and then straight into the tunnel at the end of the channel.

WHIRLPOOLS: As Dark approaches a whirlpool, he must paddle around the swirling water. Dark must be sure to grab the chain and swing in the door as the boat crashes.

The Board Cage

The cage of the cage surrounds Dark and starts to glow. Dark must jump through the crackling doors and follow the stairs up to cross a bridge. To cross the bridge though, Dark must evade the gushing geysir shooting up through the bridge.



Rolling Balls

After Dark enters the room, a large black ball will appear rolling up from behind him. Ahead of Dark down the tunnel, smaller balls are rolling up and down the walls. Dark must wait for a smaller ball to roll by before moving away from the larger black ball.

Falling Platform

Dark stops on a round wooden platform. The platform starts to fall through a circular shaft. It stops intermittently at rocky ledges for Dark to jump off. Tryng to everything in jumping off this falling platform!

The Wind Room

The wind swirls all around Dark. There is a hole in the wall with a diamond in it, but don't go for the diamond! Dark must leave through the flushing door

Large Wooden Platform

As Dark walks along a wooden platform suspended above the castle's dark moat, the wood planks begin to break away. He must jump to the remaining section of the platform and then climb the rope back onto the castle spire



The Dragon's Lair

Dark is now inside the Dragon's Lair, but beware! Sage the Dragon is asleep and should not be awakened. Throughout the room there are balancing dashes and some of them are about to fall. If a column of balancing dashes flakes, Dark should catch it, otherwise move away from the dashes. Eventually the Princess will tell Dark what he should do. Listen very carefully and follow her instructions.

Sage the Dragon is awake and he knows where you're hiding! As Sage reaches around the column to grab him, Dark must dash and run away. Sage will swing his tail trying to flatten Dark. Dark must dodge the tail. Dark should pull the magic sword out of the large gem. Sage runs around exposing her soft belly. Dark can now slay the Dragon and save the Princess!



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Boeing's integrated flight deck is a state-of-the-art, fly-by-wire system that provides the pilot with a wealth of information and control. The system includes a large, high-resolution color display that shows the aircraft's position, navigation data, and other critical flight information. The system also includes a touch-sensitive control panel that allows the pilot to easily select and control various flight functions. The integrated flight deck is designed to be easy to use and reliable, providing the pilot with the tools needed to safely and efficiently fly the aircraft.

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